

ELECTRONIC GAME

EPOCH'S

DRACULA

DIRECTIONS

You are a treasure hunter seeking the treasure hidden in a coffin in Dracula's castle. But watch out — dangers lie ahead! You must escape the Wolfman, break down a wall to enter the Underground Labyrinth and evade a Vampire Bat as you try to collect all the diamonds. In Dracula's Castle, there are four coffins. Chose carefully — only one coffin contains the treasure. If you open the wrong one, you'll find Dracula inside instead of the treasure.

BATTERIES

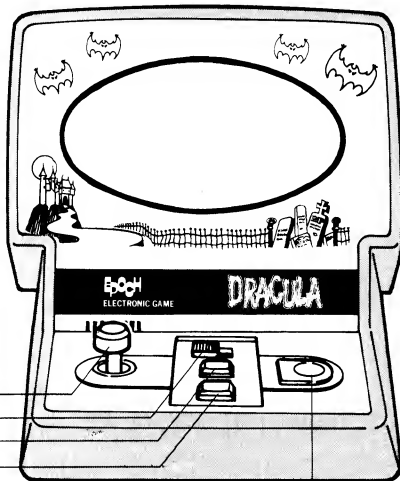
Insert 4 "C" cell batteries. Be sure that \oplus and \ominus ends are properly aligned.

Or use A/C-D/C adapter.

Note: Power requirement for A/C-D/C adapter 6-Volts DC, 250 ~ 300ma

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Game will not operate properly if batteries are weak. If game malfunctions or display is erratic, check or replace batteries. Always be sure game is turned off to avoid battery drain and remove batteries when game is not in use for long periods.



Directional Lever
Power Switch
Skill Level Select Button
Start Button
Hammer Button

This is a precision electronic instrument and it should not be abused. Please move the Directional Lever gently. Do not press hard on the Hammer Button. It will not operate any faster and will avoid damage. Do not leave in the sun or allow it to get wet.

OPERATION KEYS AND GAME DISPLAY

Power Switch

To play, set the Power Switch to the "ON" position. An electronic sound signals that the power is on and the game display will light up. When you are finished playing, be sure to turn the switch back to the "OFF" position.

Skill Level Select Button

The Skill Level Select Button is used at the beginning of a game to set the desired skill level. There are four different skill levels from which to choose. The following chart shows degree of difficulty of each skill level.

Skill Level	Number of Treasure Hunters (Chances)	Number of Wolfmen	Number of Vampire Bats	Number of Crosses
1	7	1	1	3
2	5	2	1	2
3	3	1	2	3
4	3	2	2	2

When the game is switched on, the skill level is automatically set to Level "1" and "1" is displayed at the top of the Game Display. To change skill level, press the Skill Level Select Button until the desired skill level number is shown at the top of the Game Display.

Start Button

To begin play, press the Start Button. You will hear an electronic signal that action is beginning. The Treasure Hunter, the score (000) and the correct number of Wolfmen, Vampire Bats and Crosses will appear on the Game Display. The treasure and the skill level number will disappear.

Directional Lever

The Directional Lever is used to control the movements of the Treasure Hunter. Use the lever to move the Treasure Hunter horizontally (forward and backward) and vertically (up and down).

Hammer Button

The Hammer Button is used to break down the walls at the entrance to the Underground Labyrinth and to open the coffins in Dracula's Castle. To break down a wall section, press the Hammer Button four times. To open a coffin, press the Hammer Button once.

GAME DISPLAY FIGURES AND CHARACTERS

Treasure Hunter



The Treasure Hunter moves at a fixed speed, horizontally and vertically, by operation of the Directional Lever. If the Treasure Hunter is caught by a Wolfman, Vampire Bat, Guard Bat or Dracula, he is beaten and a game chance is lost.



Wolfman

The Wolfman moves randomly in the Wolfman's Den. At the start of each new game cycle, his speed increases.



Vampire Bat

The Vampire Bat moves randomly in the Underground Labyrinth. At the start of each new game cycle, his speed increases.



Guard Bat

The Guard Bat moves vertically in Dracula's Castle.



Dracula

Dracula hides in the coffins in his Castle. If a coffin is opened in which the treasure is not hidden, Dracula appears, begins to flicker and chases after the Treasure Hunter.



Diamonds

There are 16 diamonds in the Underground Labyrinth. You must collect them all to enter Dracula's Castle.

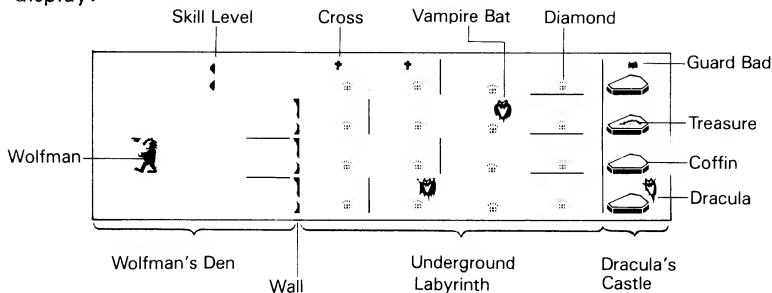


Crosses

The crosses appear and move randomly in the Underground Labyrinth. When the Treasure Hunter occupies the same space as a cross in the Underground Labyrinth, he is safe from the Vampire Bats. And, when the Treasure Hunter is being chased by Dracula, he can beat Dracula's power with a cross.

TO PLAY

1. Turn the Power Switch to the "ON" position. You will see the following display:



2. Press the Skill Level Select Button to set the desired skill level. Skill Level "1" is the easiest, Skill Level "4" is the most difficult.
3. Press the Start Button to begin game action.

4. In the Wolfman's Den

- a. The Treasure Hunter must move through the Wolfman's Den, escape the Wolfman and try to break down one or more walls at the entrance to the Underground Labyrinth.
- b. There are three walls — each has an upper section and a lower section. If you press the Hammer Button four times, the upper section is broken (disappears). And, if you press the Hammer Button four more times, the lower section is broken (disappears). Once both sections are broken, the Treasure Hunter may enter the Underground Labyrinth.
- c. If the Treasure Hunter breaks down all three walls during a game cycle, bonus points are scored (see Scoring).
- d. If the Wolfman enters the same space as the Treasure Hunter, the Wolfman will raise his hand. If the Treasure Hunter does not move away immediately, he is beaten and a chance is lost. You will hear an electronic sound and the Treasure Hunter returns automatically to his starting position. Play continues.

5. In the Underground Labyrinth

- a. The pattern in the Underground Labyrinth changes randomly. Neither the Treasure Hunter nor the Vampire Bat can move through a solid vertical line.
- b. The Treasure Hunter must pick up all 16 diamonds in order to enter Dracula's Castle. When all 16 diamonds have been collected (they will disappear as the Treasure Hunter moves into their space), you will hear an electronic sound and the doors to Dracula's Castle will open (disappear).
- c. If the Vampire Bat enters the same space as the Treasure Hunter, the Treasure Hunter is beaten and a chance is lost. You will hear an electronic sound and the Treasure Hunter returns automatically to his starting position.
Play continues. However, if the Vampire Bat enters the same space as the Treasure Hunter and a cross, the Treasure Hunter is protected and cannot be beaten.

6. In Dracula's Castle

- a. Once the 16 diamonds have been collected, the Treasure Hunter may enter one of the doors of Dracula's Castle and open a coffin. To open a coffin, press the Hammer Button once.
- b. If the Guard Bat enters the same space as the Treasure Hunter, the Treasure Hunter is beaten and a chance is lost. You will hear an electronic sound and the Treasure Hunter returns automatically to his starting position. Play continues.
- c. If the coffin contains the treasure, you will hear an electronic sound of victory. One game cycle is over and a new game cycle begins. (The location of the treasure changes after each game cycle).

- d. If Dracula is hidden in the coffin instead of the treasure, you will hear an electronic sound of warning. The Treasure Hunter must escape immediately or Dracula will appear, begin to flicker and chase after the Treasure Hunter.
- e. If Dracula catches the Treasure Hunter, the Treasure Hunter is beaten and a chance is lost. You will hear an electronic sound and the Treasure Hunter returns automatically to his starting position.
- f. Dracula will continue to chase and beat Treasure Hunters until a Treasure Hunter beats Dracula with a cross.
- g. To beat Dracula with a cross, the Treasure Hunter must enter into a space occupied by a cross. The cross will begin to blink and move along with the Treasure Hunter. Now Dracula will begin to run away from the Treasure Hunter. If the Treasure Hunter and the cross catch Dracula, Dracula is beaten and will disappear from the display. Play then continues.

GAME CYCLES AND GAME CHANCES

1. If the Treasure Hunter finds the treasure in a coffin, a game cycle ends and a new game cycle begins.
2. You may play up to eight game cycles with continuous scoring in one complete game.
3. The selected skill level determines how many Treasure Hunters (chances) you have in one complete game. Each time a Treasure Hunter is beaten by a Wolfman, Vampire Bat, Guard Bat or Dracula, you have lost a chance. Before play continues, you will see the number of Treasure Hunters (chances) left at the top of the display.

SCORING

1. The score is displayed continually during game action. Points are scored for the following:
 - a. The Treasure Hunter breaks down the upper and lower section of a wall – 10 points
 - b. The Treasure Hunter breaks down all three walls during a game cycle – 20 bonus points
 - c. The Treasure Hunter collects a diamond – 10 points
 - d. The Treasure Hunter finds the treasure in a coffin – 40 points
2. If you reach the score of 1000 or more, the Treasure Hunter becomes the first digit of the score.
3. “2000” points is a perfect score and “HHO” is displayed.

GAME ENDING

1. A complete game ends when:
 - a. All Treasure Hunters have been beaten and you have no chances left.
 - b. Eight game cycles have been played.
 - c. You have scored “2000” points – a perfect score.



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